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360Zine

Issue 4 | April 2007

Free Magazine For Xbox 360 Gamers. Read it, Print it, Send it to your mates...

FULL-ON REVIEW



TOM CLANCY'S GRAW 2

Get ready for Live action...

PLUS!

UEFA CHAMPIONS LEAGUE 2006-2007

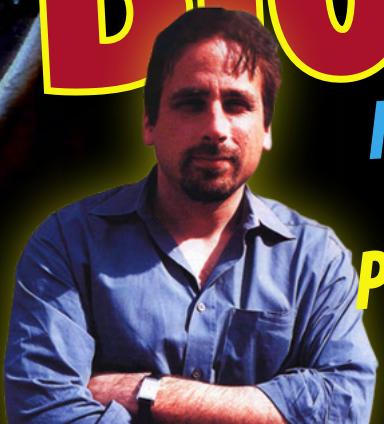
Take on the cream of Europe

HUGE 5-PAGE EXCLUSIVE!

Bioshock

IS THIS THE SINGLE-PLAYER
GAME OF THE YEAR?

PLUS! EXCLUSIVE INTERVIEW
WITH KEN LEVINE



NEW!
360 CLAN
CHALLENGE

ALSO INSIDE!



1 BULLET WITCH

Leather, guns & magic



2 NBA STREET

Slam dunkin good fun



3 FRONTLINE: FOE

Exclusive preview

PLUS LOADS MORE!

HELP

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TOGGLE FULL SCREEN VIEW

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Welcome to 360Zine



Another cracking issue for you this month. Top of the bill comes Bioshock: we've nailed an exclusive interview with Creative Director Ken Levine and given you the lowdown on what to expect when it finally comes to town. Not long to wait now. We've also gone hands-on with THQ's Frontlines: Fuel of War - an innovative take on the objective-based FPS.

Back in the here and now GRAW 2 is fully locked, loaded and ready for action, while Brian Lara International Cricket and UEFA Champions League are both timely releases if you're the armchair sporting type. (Come on you Reds.)

In addition, we've also introduced a new Community area starting on page 33, so for all you clans out there don't forget to take up this month's Gears of War challenge.

Enjoy the issue....

Dan Hutchinson, Editor
360zine@gamerzines.com

MEET THE TEAM

Probably the best games writers on the planet



Keri Allan

Keri turns her might and magic to review Bullet Witch.



Lee Hall

Deadline? What deadline? Lee pulls the Bioshock wares out of the bag.



Steve Hill

Armchair sports personality of the year, Steve has been playing soccerball, basketball & cricket.



Chris Schilling

Chris has been patiently staking out Ubisoft in a fervent bid to go to GRAW.

Don't miss! This month's top highlights



UEFA Champions League 2007
Top goal action
PAGE 19

Bullet Witch
Minxes and magic
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Bioshock
 HUGE PREVIEW!
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Tom Clancy's GRAW 2
It's the game of the month!
PAGE 15



QUICK FINDER

Every game's just a click away!

Sega Rally

Brothers In Arms: Hell's Highway

Bad Company

MotoGP 07

Conan

Skate

Grand Theft Auto IV

Stuntman: Ignition

Halo 3

Bioshock

Frontlines: FOW

GRAW 2

UEFA Champions

League 2007

Bullet Witch

Brian Lara Cricket 2007

NBA Street Homecourt

Xbox Live Roundup

**SEGA**

Publisher: SEGA

Developer: SEGA Driving

Studio

Heritage: This team's newer than that showroom Porsche you can't afford.

Link: www.sega-europe.com

ETA: October

ETA: October

**"This a driving game that's more Richard Hammond than Richard Burns"**

Surely the guy in the chopper is cheating?



FIRST LOOK

SEGA Rally

The racer from the wrong side of the tracks

What's the story?

Imagine Colin McRae rally games, minus the slavish realism but with some more-than-forgiving car handling – that's SEGA Rally. This a driving game that's more Richard Hammond than Richard Burns, more handbrake turns than mirror, signal, manoeuvre.

What do we know?

SEGA Rally will be the first model to roll off SEGA's new driving game production line based here in merry olde England.

The game champions a combination of neat effects and accessible gameplay to generate that 'wow' factor associated with rallying, one of the most suicidal and compelling sports going.

With this instalment SEGA hopes to reverse a trend of declining appeal in its rally series. Smart courses, which realistically pit and scramble with the spinning of your wheels, aren't loving recreations of every hump and half-turn on real-life rally tracks. Instead they're a playground for breakneck racers rewarding good fortune and daring driving as much as skilful roadcraft.

When do we get more?

We're expecting SEGA Rally to go head-to-head with Colin McRae DIRT nearer Christmas, with a test drive pencilled in over the summer.

Anything else to declare?

Expect to blast a showroom full of cars - from classic rally numbers to modern day four- and two-wheel drive motors – around tarmac, gravel and snowy tracks.



Publisher: Ubisoft
 Developer: Gearbox
 Heritage: Brothers In Arms
 Link: www.brothersinarmsgame.com
 ETA: November



The kid on the
bike didn't know
what hit him



Bro-mos are all
important in Hell's
Highway



Use stealth or, as they
used to call it, cowardice
to avoid bother



FIRST LOOK

Brothers In Arms: Hell's Highway

The only official game of the M4

What's the story?

There's the guy, right. Called Hitler. And he wants to rule the world, or summat. He's got a house in the mountains called the Crow's Nest, we think. And the Americans have to kill all his soldiers and go to Berlin, and kiss French girls on the way.

What do we know?

Fortunately a little more than when we wrote ramblings akin to the above in our GCSE History exam. Hell's Highway is another squad-based blast from the BIA stable.

Your mission here is to head up a team of troops punching through German defences to carve out a direct line to Berlin in a bid to bring the second world war to as swift a conclusion as possible.

When do we get more?

These shots of a yank bazooka-ing a council estate are the first bits we've had on this delayed WWII stunner for some time. We're expecting Ubi's PR war machine to roll into action over the next couple of months with some hands-on time this summer.

Anything else to declare?

Much has been made by developers Gearbox of the game's 'bro mos' – an abbreviation of brother moments (cringe!), for all you white trash out there.

These incidents are cameos of personalities, such as a soldier stooping to help a stumbling colleague. They're designed to breathe life into a game that's about comrades as much as killing. Cute.



INCOMING

Our pick of the new releases coming in 2007



Bad Company

Publisher: EA | ETA: June

From the makers of the downright unmissable Battlefield series on PC comes a console version that could actually live up to its forebears. Bad Company goes deep with solo first-person battling and wide with vast multiplayer battling. You also get to wear beanies. Result.

Exclusive
New
Screen!



SKATE

Publisher: EA | ETA: June

Only EA has the cajones to take on Tony Hawk at his own game. Perhaps sensing that the Birdman is seemingly approaching his fifties, but still dresses like he lives on an estate, this is as good a time as any to release a 'boarding' rival. It's being developed in Canada – so let's hope they know more about flipkicks than football up there.

UPCOMING

SPRING 2007

- **Burnout 5** April 1
- **RedOctane** April 4
- **Mass Effect** May
- **Hour Of Victory** June
- **Assassin's Creed** September
- **Guitar Hero II** April 4
- **Spider-Man 3** May
- **Forza Motorsport 2** May
- **Shadowrun** June
- **Blacksite: Area 51** September
- **Just Cause 2** November
- **Fable 2** Late 2007

SUMMER 2007

SEARCH 360zine



PRINT THIS PAGE



AUTUMN 2007

ZOOM IN



WINTER 2007

ZOOM OUT



TOGGLE FULL SCREEN VIEW



PREVIOUS PAGE



NEXT PAGE



Moto GP 07

Publisher: THQ | ETA: October

It's driving, only with two wheels. And faster. And way, way cooler. Yup, THQ's bikey racer is back boasting ever-eyable graphics and more speed than a chav's disco. We've seen it in action and it's looking super-slick with 60 fps and 17 rebuilt and extended Extreme Tracks.



Conan

Publisher: THQ | ETA: 2008

The folks behind Conan at THQ are promising a game of 'epic brutality', which is good enough to get our ears pricked at a press conference. In appearance, Conan is a hack and slash adventure with freeform elements. The upshot is that you can whack people with any handy objects...



Stuntman: Ignition

Publisher: THQ | ETA: September

It's got a new name which hints at the explosive action therein, rather than the fact you have to turn the engine on for driving to be any fun. Stuntman is driving without the boring bits. The jumps, skids and fender-bending, without the learning your highway code nonsense.



Halo 3

Publisher: Microsoft
ETA: Late 2007

We go hands-on next month, but meanwhile Bungie has furnished us with this image of the Legendary Edition. Believe it or not, this is a special, helmet-shaped version of the game. A mooted release date of April Fool's Day is unconfirmed.



★ GOLD EDITION ★

CALL OF DUTY 3

GET CLOSER THAN EVER TO THE FURY OF COMBAT



FREE
NEW MULTIPLAYER
MAPS AND
BONUS
DVD

OUT NOW!

Call of Duty 3 GOLD EDITION contains a Bonus DVD of exciting content and a key code used to obtain an Xbox Live Marketplace Token for the Call of Duty 3 "Valor" Map Pack (consisting of 5 recently released multiplayer maps) for FREE.

ON THE CALL OF DUTY 3 GOLD EDITION BONUS DVD:

- ★ Making of Treyarch's Call of Duty 3 ★
- ★ Inside the Normandy Breakout: Interviews with Veterans of the Campaign ★
- ★ Call of Duty 3 Official Launch Trailer ★
- ★ Multiplayer Overview: Call of Duty 3's new modes, classes and features by the game's lead designer ★
- ★ Spike's Game Head: Call of Duty 3 Challenge ★

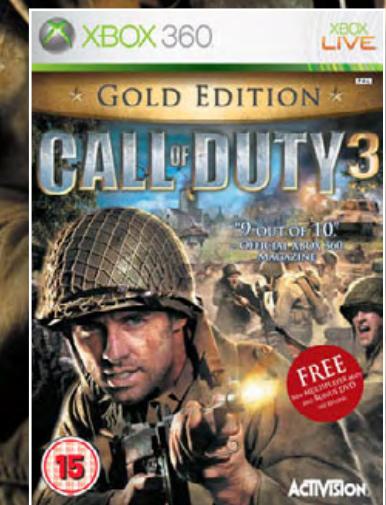


"THIS IS WAR, AND
TO BE HONEST, IT'S
NEVER LOOKED
BETTER."
360 MAGAZINE



"...ANOTHER
MONSTROUS LEAP
TOWARD PERFECTION
FOR THE GREATEST
GODDAMNED WWII
SHOOTER EVER
DEvised."

XBOX WORLD 360 MAGAZINE





FIRST LOOK

Bioshock

Some wear, beyond the sea...

The problem with building a utopian capitalist city beneath the ocean is that it doesn't half take some upkeep. Take Rapture, for instance, the setting for the latest horror shooter from the folks behind System Shock 2.

In the architect's models it must have looked fab, and it was no doubt a lovely spot to inhabit when it opened in 1946 to an elite of upwardly

mobile brain boxes determined to enjoy the fruits of their labour while snacking on fruits de mer.

Before long it all went belly-up, though. And these days Rapture is a ruin strewn with carcasses and inhabited only by a few desperate colonists who love it when someone visits, because that gives them someone to harass, strip of their belongings and, if they're out of lobster

thermador, something to munch on.

It's into this underwater hell that you're cast in Bioshock, a game of gore and guts for sure, but also a title that's as spooky and subtle as all the great horror movies and the one or two brilliant horror games (namely the System Shocks and the early Silent Hills).

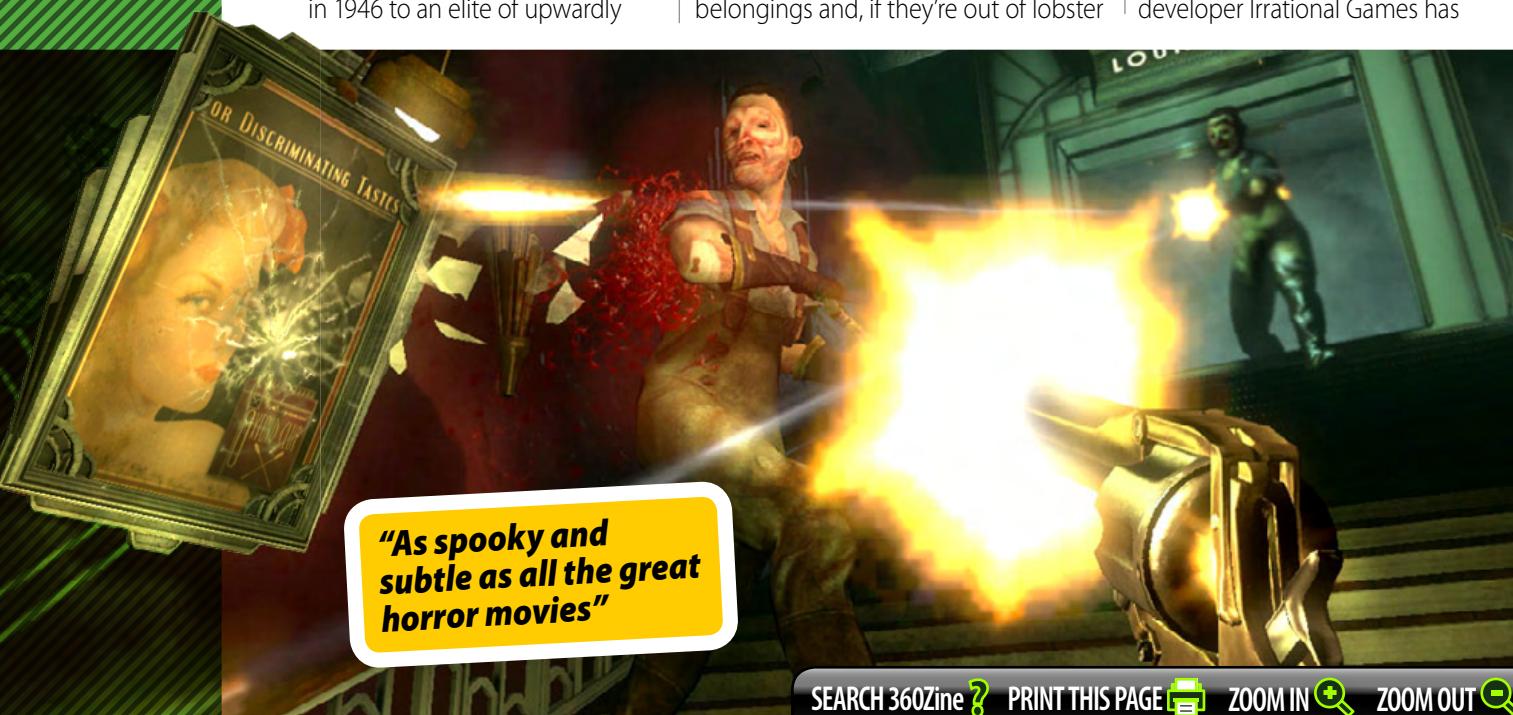
And in true horror staple fashion, developer Irrational Games has



This badass takes packing heat to a whole new level

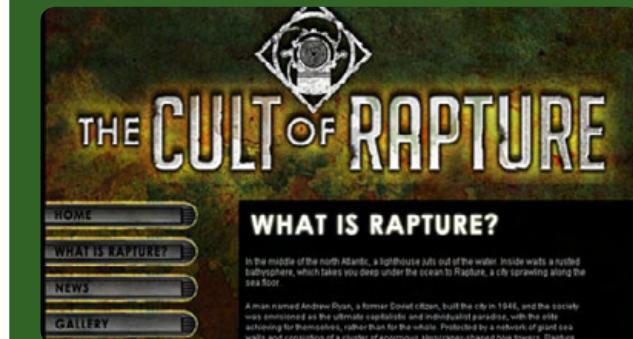
READER REQUESTS!
[Click here to tell us what you'd like to see in Bioshock](#)

"As spooky and subtle as all the great horror movies"



UNDERGROUND GROUP

Well, it's more of an under sea group, actually.



WHAT IS RAPTURE?

In the middle of the north Atlantic, a lighthouse juts out of the water. Inside walls a nasted baseopere, which takes you deep under the ocean to Rapture, a city sprawling along the sea floor.

A man named Andrew Ryan, a former Soviet citizen, built the city in 1946, and the society was envisioned as the ultimate capitalist and individual paradise, with the elite achieving for themselves, rather than for the whole. Protected by a network of giant sea walls and consisting of a cluster of enormous skyscraper-shaped nine towers, Rapture

The Cult Of Rapture is the collective of bright brains chosen to hunker down in Rapture, shielded from the whole world above water.

Want to join this elite group? Check out Bioshock's hush hush website, www.cultofrapture.com, where those in the know got to get the inside track on Rapture and this here lovely game.

Not much of a secret now we've blabbed though is it?



Add salt to roadkill and, hey presto – a tasty meal!

conspired to delay the killer moment of release to August 24, at the same time going quiet enough to have us on the edge of our seat in anticipation of some more info.

Luckily Ken Levine, the ex-hollywood





360zine Previews



> BioShock continued

penster who helped make games interesting again when he crafted the tense and imposing atmosphere of System Shock 2, has broken his silence with an exclusive interview for 360zine. Look at his words on page 9, then come back for a reminder of why we're in raptures over his new effort.

Sounds bloody magic, doesn't it?

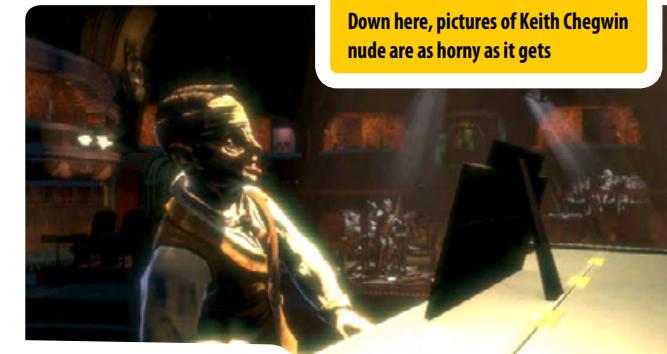
For those of you too lazy, or yet to be convinced that our interview with a gaming demigod is worth your attention – take note...

BioShock seeks to redefine the first-person genre, by hand-picking all the best ideas from other titles, mixing in some original touches and swirling the whole thing around to create a masterly blend of tactical play, balls-out action and terror.

It's very much a solo effort, meant to



"A masterly blend of tactical play, balls-out action and terror"



Down here, pictures of Keith Chegwin nude are as horny as it gets

be played with the lights off while you're sipping a can of Fosters. OK, just with the lights off.

The game involves growing your character, modifying weapons and building relationships with the people you encounter. It's a story of survival and personal development.

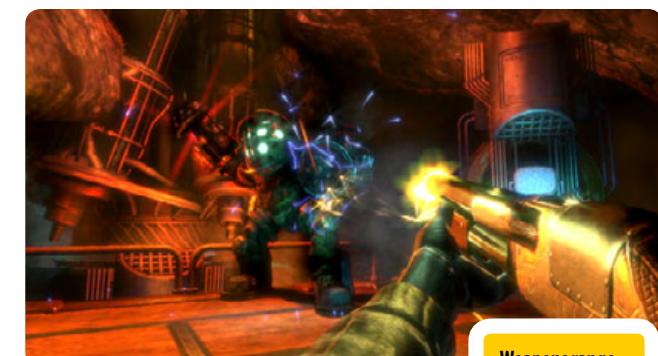
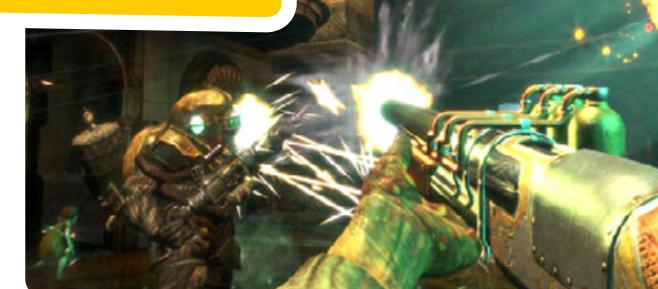
There's no multiplayer, for instance –

the first time for an Irrational title. That's because the story and mood and vibe is not about multiplayer, so the developer has focused on a single player option.

Ken Levine sees it as a waste of effort to put together an Xbox Live version, when they can focus on making a brilliant core single-player experience.

The game uses open ended gameplay and it's set to be way more than a corridor shooter. You can move back and forth between environments to revisit areas and characters in a non-linear way, though it's essentially a shooter at heart.

In fact it's a first-person shooter that's already close to our bleedin' hearts too. ●



Weapons range from the down-to-earth to the downright fantastical



INTERACTIVE CONTENT
Click here to see the latest video footage



360Zine

BIOSHOCK

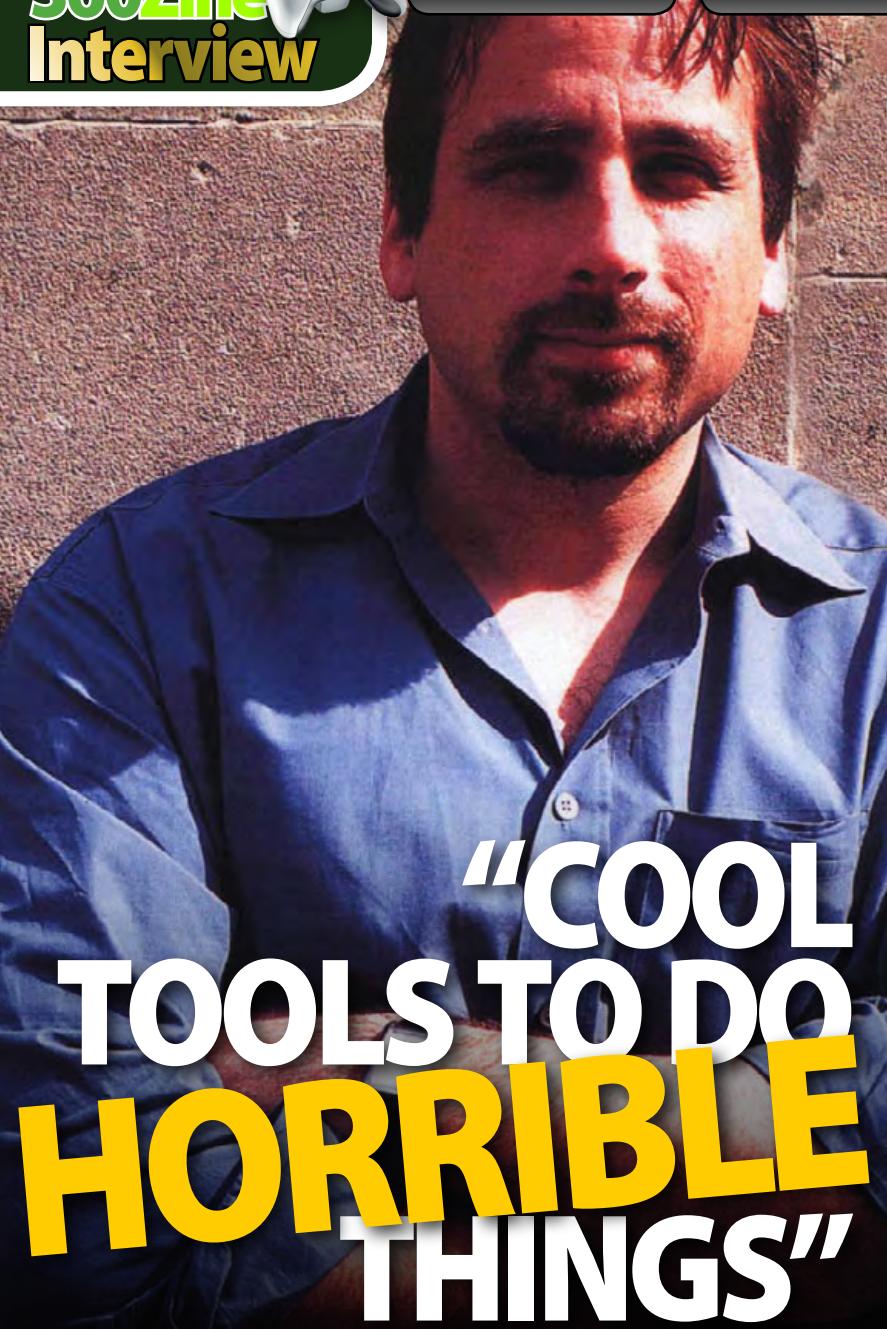
HOW COMPLETE?

80%

FIRST IMPRESSIONS

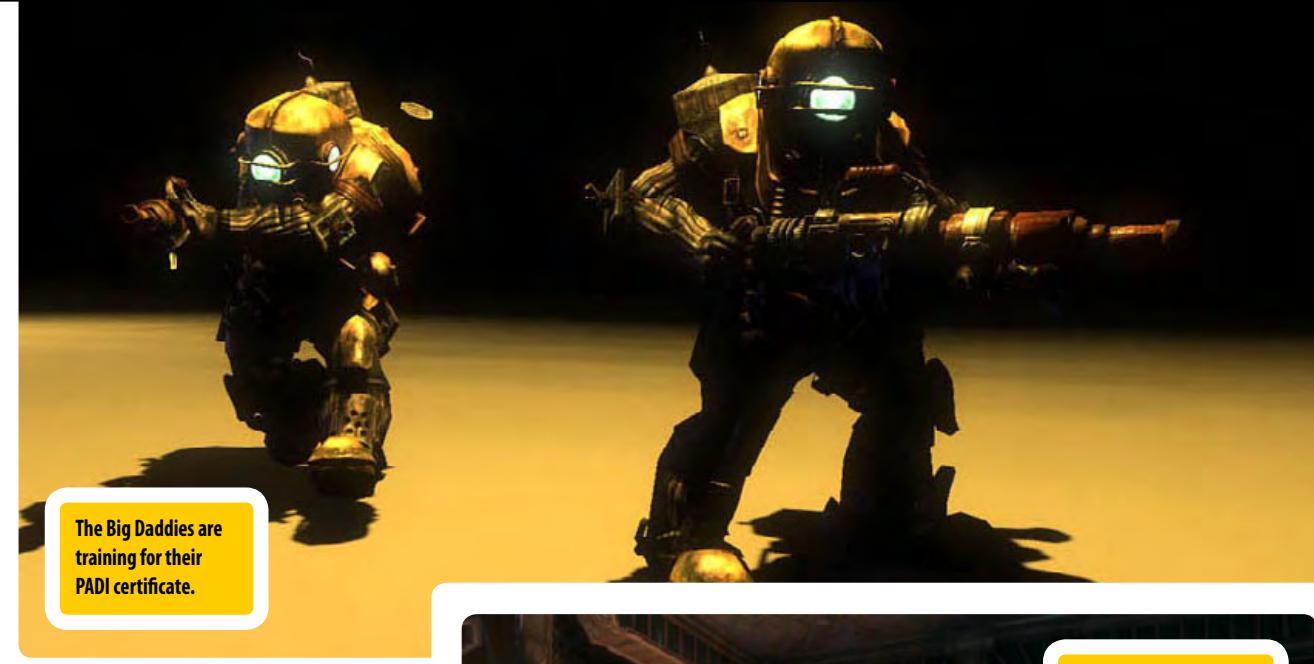
90%

Delayed, but it will be well worth the wait.



“COOL TOOLS TO DO HORRIBLE THINGS”

360zine paddled across the pond to corner Ken Levine, Bioshock's creative director



The Big Daddies are training for their PADI certificate.

Once upon a time a Hollywood scriptwriter with a passion for games fell in love with System Shock on PC, and went on to direct all the action in the seminal sequel... Ken Levine's latest project is another dark and powerful shooter gunning for your affections.

So what do you do on Bioshock?

I'm creative director. My job is to make sure the game works on the creative side, rather than the production side, that the design is good and the aesthetics are good, that it all holds together.

‘Sell’ Bioshock to us.

It's a game that gives the player a huge amount of choice about how he enters any kind of combat situation. Imagine a game where you've got dozens of cool tools to do horrible things to your



Fire spreads like fire. Novel idea.

enemies: that's Bioshock.

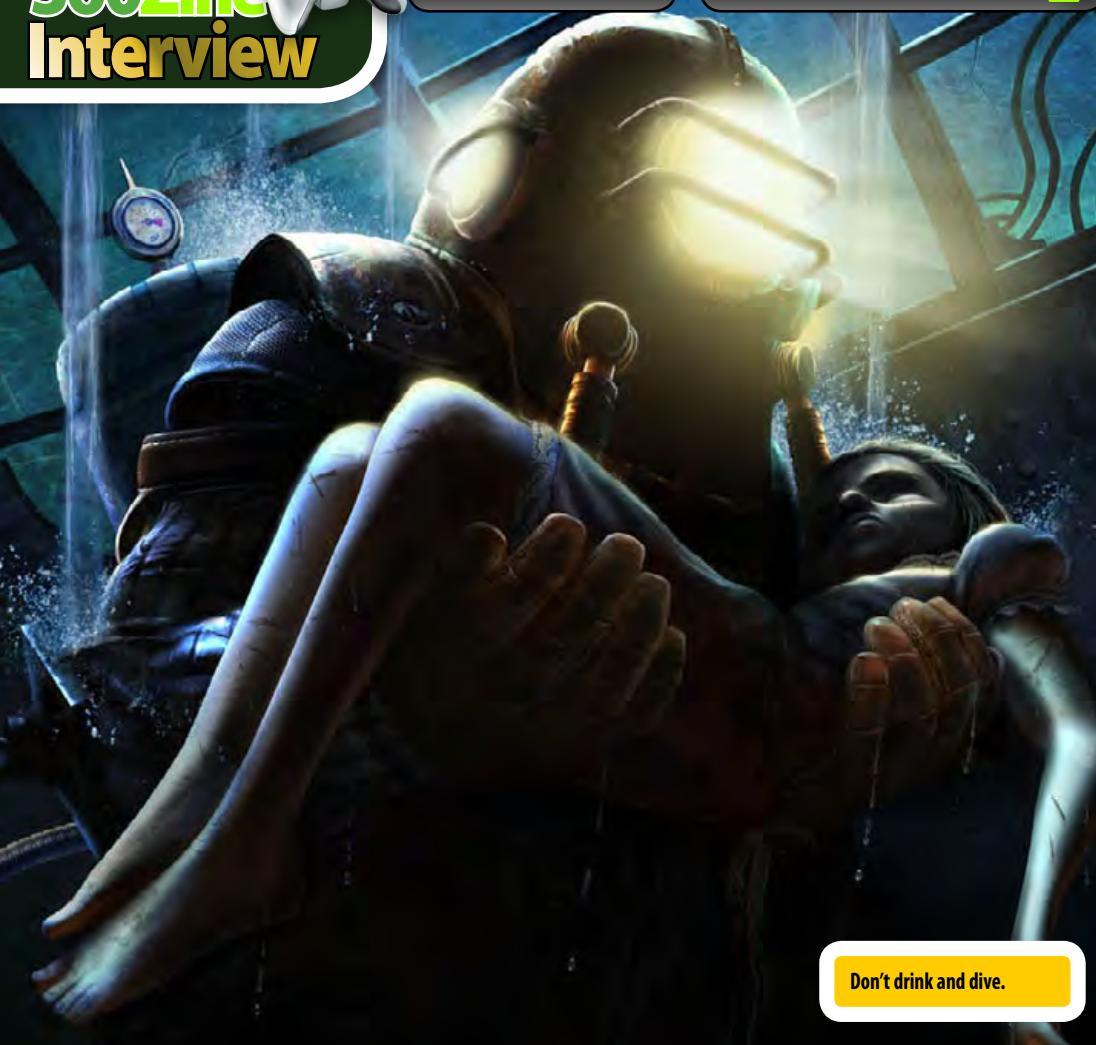
The environment is completely interactive where you've got enemies that are responsive, over which you can take control before you set them against each other.

You can zap foes with electricity via bodies of water that are conductive and you have the means to use fire to

spread flames around the world so people are set alight and then behave realistically.

You've got enemies who, when they catch on fire, will run for the nearest body of water to throw themselves into it. You can then zap the water with electricity to hurt enemies further.





> Interview continued

Plus you have weapons you can modify with several different kinds of ammo for each. There's even special ammo you can invent to use against your enemies.

Also, everything in the BioShock world speaks to the rest of the world. In short, a player can have incredible control over his experience.

You can also adopt some pretty 'out there' physical abilities. Tell us about your favourite...

Some of the cooler abilities in BioShock are cryoshards, which you can use to freeze enemies in place and, if you can get to them in time, shatter them into a thousand pieces, which is great. You've got the electrobolt too, which can stun an enemy, and if you can whack him

while he's stunned you do extra damage. If he's in a body of water he'll take damage from that, and if he's got a friend in the water he'll conduct electricity to his friend.

You have an incinerator which sets fires, a security beacon which will set the security system after not just you, but an enemy. We've got a plasmid that makes traps to send people in the air and knock them off their feet, and insect swarms that will torment them. Tons of cool and interesting powers...

You also get the chance to do a spot of Heath Robinson inventing on the fly - what kind of items can you fashion and when will they be especially useful?

As I mentioned, each weapon has an ammo type which is only available when you invent it. For instance, your grenade launcher has a heat-seeking version which you can invent and send after people. One cool thing is to light an enemy on fire with an incinerator then send a heat-seeking missile!

Probably most useful is the fact you can invent items to heal yourself too.

Your aim with BioShock was clearly to create a breathing community with realistic interactions. Tell us about some of the relationships we'll encounter and how our actions can change the course of the lives we'll touch.

There are lots of ways to change the way AIs interact with each other. You

"Everything in the BioShock world speaks to the rest of the world"

see the Big Daddys and Little Sisters wandering around the game? You can make the Big Daddy think you're a Little Sister and he'll follow you around and protect you for a period of time.

There's a security system in the game – you can hack the system to make it befriend you or you make the security system hate the enemy.

What's more, you can use an enrage plasmid to make enemies hate all the other enemies, which can be useful for getting past a trouble spot or wearing down an especially tough enemy. You can also use decoys to distract enemies and normal things such as shadow and dark areas to avoid enemies.

There are tons of sophisticated ways of dealing with AIs besides shooting them in the game.

With BioShock almost upon us, how different is the game now from the original concept? What have you lost and gained along the way and why?

We've lost very little. Some of it – certainly the look of the game – has evolved. The plasmids have evolved since they were originally more like

With enemies like this, you could do with some friends.





>Interview continued

magic spells and we really wanted to make them more integrated into the world – so that's why they interact with other objects and the world, such as the water and the oil so realistically.

We've tried to make them into not just other types of weapons but items giving strategic benefits. The electrobolt, for instance, will take out electrical devices such as turrets and bots for a short period, but will also damage them when they're in bodies of water.

The question we always ask ourselves is how we fulfil a player's expectation of what would happen in the real world. We kept pushing with that question, and the game kept evolving in that direction. I think that really helped the game.

This concept started a few years ago with better physics when people expected to kick chairs and they'd fall over. Bioshock takes that and runs with it. Everything you expect to happen, from electricity conducting, fire spreading or people shattering when they're frozen is meant to be fulfilled.

Bioshock won pretty much every award invented at last year's E3. How did the team respond to such interest in the game? Did they become prima donnas with all that 'Oscar' buzz flying around?

Absolutely, They're untenable sons of bitches. No, I think we realised that Bioshock wouldn't be a game labouring in obscurity, so we saw it as

an opportunity to make a game that not only a small audience would appreciate but that there was a large appetite for it. We wanted to make sure that it lived up to expectation.

How heavy does the burden of System Shock 2 weigh on your shoulders? Or are you just happy you still get bought drinks by strangers thanks to that one?

System Shock 2 is anything but a burden. It was a wonderful thing to have done, to have been involved with. If that's a burden I'd like to have a hundred more burdens like that.

Why does the presence of little kids in thematically dark



environments contribute so greatly to our sense of fear?

It's two things. We all identify with being children in scary environments. We all identify with the fear of the children we care about being in danger in those environments. It pushes certain buttons, but it also clarifies choices...

I remember playing a board game when I was a kid in Manhattan – one of those turn-based war games. I was rolling the dice and I realised, at the point my units were getting killed, what it was actually representing after playing those games for years.

I realised you can become immune to it. I wanted in Bioshock for people to remember the stakes.

"The scariest things require empathy and connection"

I'm a student of history and I read a lot, especially at a time where countries have gone to war many times, whether it's necessary or not.

Violence is quite often necessary, but I think it's always important to remember what it means, whether it's necessary or not. It's important to remember the consequences and Bioshock brings people back to the consequences.

Is it enough to be brilliantly creative in order to conjure the subtly horrifying worlds you present to gamers? Or do you have to have access to some dark recesses in your own mind?

Worlds like Bioshock don't come from a dark place in my mind. I think they have to come from a thoughtful place. It's easy to come up with things that are 'boo' scary, but to do things that are genuinely disturbing takes some time and empathy.

The scariest and most disturbing things require empathy and connection. The images that stay with you are things that connect with you and not just things that are momentarily startling or striking. You really have to understand the world you're working in. ●



Developer: Irrational

Publisher: 2K

Players: 1

Features: Compelling single-player adventure, upgradeable arsenal of insane weaponry.

Heritage: System Shock 2, Thief

ETA: August 24



FRONTLINES

Publisher: THQ
 Developer: Kaos Studios
 Heritage: Loads of the devs worked on the Desert Combat series
 Link: www.kaosstudios.com
 ETA: September

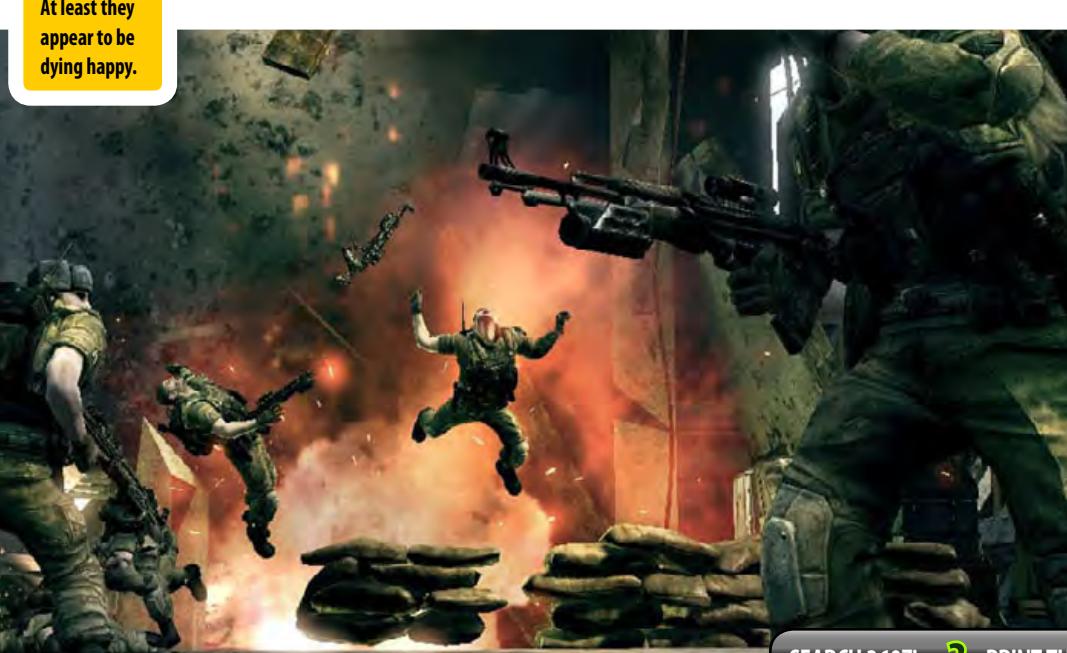
FIRST LOOK

Frontlines: Fuel Of War

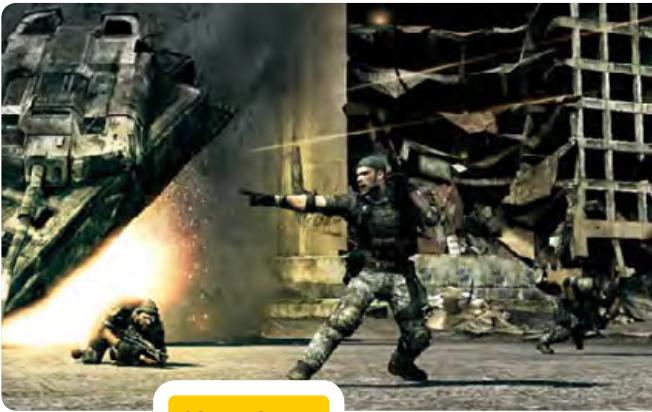
The world's gone tits up, so we better start fighting...

Life is pointless and we're all going to die horribly. Yep, it's another uplifting near future outlook from gameland courtesy of *Frontlines: Fuel Of War* which, other than it's typically depressing setting, promises plenty to smile about.

This isn't your bog standard runny, pointy, shooty affair, you see. It's a vehicular combat game too, in which the Fuel Of War is literally fuel, rather than something deep and meaningful like the suffering of humanity, or man's lust for self-aggrandisement.



At least they appear to be dying happy.



It's 2024. Or about half-past eight – ha!



"An intense fighting experience where you're never more than a few yards from the point of conflict"

The whole world's out of petrol and you have to decide whether you're on the side of the West – played here by the US and its lapdog the EU – or the East – which means China and loveable sidekick Russia.

Unsurprisingly for a game that's been heavily influenced by PC masterpiece *Battlefield* (note - not the console versions), *Frontlines: FOW* is all about the multiplayer experience.

You're chucked into the frontline like a wantaway 16-year-old in 1914 to take part in 32-player scrum-downs in which

the frontline is ever-ebbing back and forth as you achieve your mission objectives.

The result promises to be an intense fighting experience where you're never more than a few yards from the point of conflict, and therefore never less than a few seconds from recording your next kill.

If you fancy yourself as a lone soldier, there's a meaty single player game to get your nashers stuck into too. You'll battle across 8 theatres of war in real locations dotted around central Asia,



In the future, buildings will be built on cheese foundations.

> **Frontlines** continued

with the promise of real choice as to where you head next in your campaign.

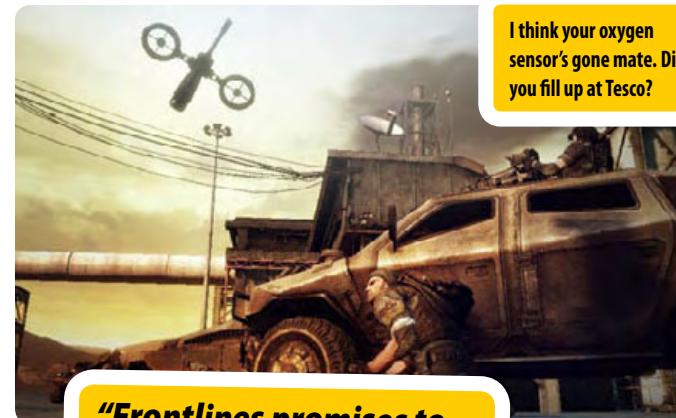
Your choices don't end there, mind. A sophisticated customisation system means that you can tweak your unit's kit, specialisations and weaponry, receiving upgrades and new goodies as you advance.

In the field of battle there are over 60 weapons from the playbook of near future commanders, from recon-hungry remote-controlled drones to peep-in-their-pants-before-you-pop-em guncams.

You'll also be able to call in air-strikes as well as ground support from your comrades as you fight bitter battles against war torn backdrops that echo that urban grittiness of conflicts such as the Chechen war.

Better still, early indications are that the game features some potent AI opponents, who will respond to your tactics with adaptive ripostes. Stick together as a team to achieve victory in each engagement by superior

So, /that's/
what sunroofs
are for.



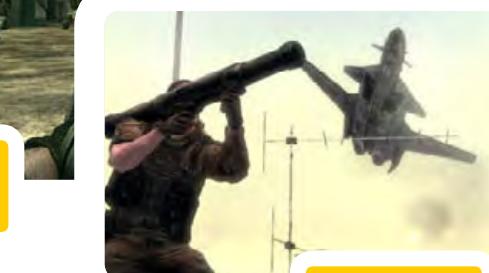
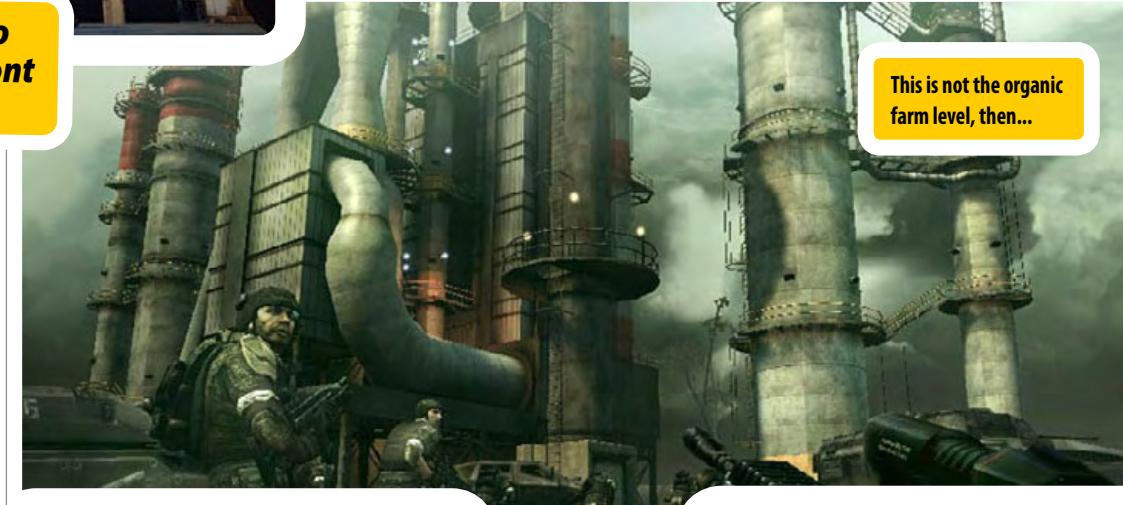
"Frontlines promises to be just that – on the front line of FPS gaming"

firepower and you may find yourselves on the kaboom end of a grenade, for instance.

There are plenty of opportunities for human intelligence to sway the battle too. If you're a gunner in a tank, for example, you can 'paint' your target so it appears on the drivers HUD enabling him to veer towards your quarry.

You'll also have access to some pretty nifty defence techniques too. Based on real world technology you'll be able to identify incoming fire and let loose a shot that will neutralise an incoming ballistic. We'll even be able to scramble enemy communications to make the job of kicking our asses even more difficult.

In all, Frontlines promises to be just that – on the front line of FPS gaming. Innovative technology and good, old fashioned blasting will combine for a game that will never cease to throw you into a compromising situation. And that's just where we want to be... ●



360Zine

FRONTLINES
Fuel of War

HOW COMPLETE?

70%

FIRST IMPRESSIONS

85%

Could offer online carnage on a delicious scale



 REPLAY THIS VIDEO

2013 AD.

Humanity hangs on the verge of extinction. An army of evil, twisted monsters walk the Earth. Just as the few survivors are accepting the end of civilization, a beautiful woman appears before them, dressed in black, with the magic powers of a witch and a hefty staff-like weapon, the Gun-Rod.

Her name... Alicia.

A WITCH BURDENED WITH UNDESIRED MAGIC
AND GUNPLAY POWERS.



www.atari.com

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ATARI



Publisher: Ubisoft
 Developer: Ubisoft
 Heritage: Tom Clancy's Ghost Recon and Rainbow Six series
 Link: www.ghostrecon.com
 ETA: March 9

Tom Clancy's Ghost Recon Advanced Warfighter 2



"From tense, solo sniping raids to all-out run-and-gun action"

Guns. Lots of guns. And you get to use them all...

Welcome to Juarez" booms the voice of General Keating as your Black Hawk rises from behind the hills and a war-ravaged Mexican city fills your eyes. Smoke billows from burning buildings, pockets of rat-a-tat gunfire break the eerie silence. They say war is hell, and you're being dropped right in the middle of it. We're not sure 'welcome' is the right word...

GRAW 2 again sees you taking control of Captain Scott Mitchell - chief of the Special Forces group known as the Ghosts. What Mitchell lacks in charisma, he more than makes up with in sheer Jack Bauer-rivalling bravery and superhuman ability, as he guides

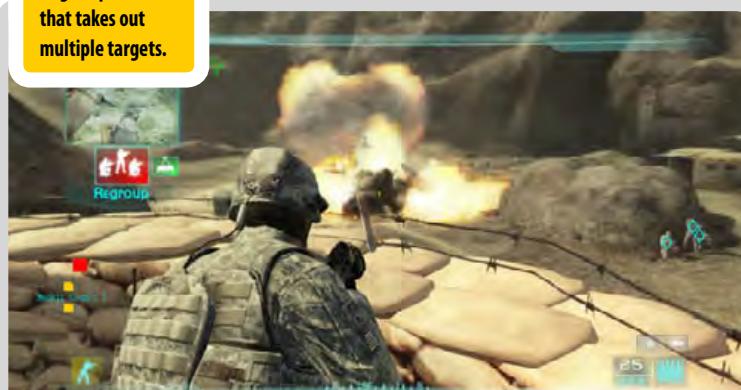
his charges through war-torn Mexico. A band of Mexican insurgents have managed to get their hands on some nuclear weapons, and it's up to you to stop them as a diplomatic crisis rages between Mexico and the US about the latter's involvement in the conflict.

The story is much better-paced this time round, with more variety to the missions - ranging from tense, solo sniping raids to all-out run-and-gun action. Claustrophobic cityscapes have been replaced by more wide open areas, with abandoned villages and desert plains to sneak through. You have more assistance too - with the cross-com able to perform a variety of new functions. Your upgraded radar

>



There's nothing more satisfying than causing a huge explosion that takes out multiple targets.



FREEZE FRAME

It's all in a day's work...



0 HOURS

Tutorials get you used to the basics, like controlling your new UAV.



1 HOUR

Getting into your single-player stride, and things are starting to explode.



3 HOURS

A solo mission as night falls - beautiful sunset, but things are getting very tense.



5 HOURS

Back to Juarez, and we're almost done - "let's nail these bastards and go home".



7 HOURS

Single-player's over, and it's time to head online - most likely to repeatedly get blown to bits.



TAKING OUT THE TRASH

Time to waste the enemy



We've just destroyed that enemy tank, but we don't have any infantry positions showing on the radar. Time to scope out the land ahead to see what we can find...



The UAV is incredibly helpful for tactical planning - there's an artillery piece and a couple of soldiers down in the valley, so we need to tread carefully if we're hoping not to get shot.



Looking a little vulnerable, but we're just poking out of cover and these baddies should pose us few problems. Thinking ahead and preparing your approach, that's the key to success.



> GRAW2 continued

drone is more useful for reconnaissance - showing an overhead viewpoint of the path ahead, allowing you to scout out enemies. Then there's a new vehicle called the Mule, which provides much-needed ammo, and can be used for cover in the more open areas. Later missions see you controlling armoured vehicles and even a helicopter, all through this first-person camera viewpoint. You can even view the action from your team-mates' perspective, which allows you to plan and execute some highly advanced combat manoeuvres.

Firepower

It's thrilling to send a tank to take out a large group of well-armed enemies and then move your team in to mop up the stragglers. And it's particularly noticeable wherever you're shorn of this support, making you feel incredibly vulnerable. Though it's always empowering to snipe a foe through a thin piece of cover, and the camera

gun allows you to safely shoot without even ducking your head out.

GRAW 2 looks even better than the first game, with stunning lighting effects, and some amazingly evocative locales. Sound-wise we're in familiar territory, with some effective voice work complementing the typically bombastic score. While the plot's never as involving as it could be, it's certainly an improvement on the rather bland original, and there are some exciting set-pieces, too. Ranging from the



"Stunning lighting effects, and some amazingly evocative locales"





Reviews



The Crash Site is definitely one of the multiplayer highlights – a superb map with plenty of hiding places and varied terrain.

22 Targets

> GRAW2 continued

extraction of a Mexican journalist from an enemy stronghold to an against-the-odds firefight against superior numbers, the action is always pad-grippingly intense. The only real issue with GRAW 2's single-player is that - at a very brief 6-8 hours long, including tutorials - it's just too damn short.

Online action

Which is where the multiplayer comes in, and it's here that Ubisoft has really gone to town. GRAW 2 offers much more online content than the already-packed original, with an astonishing array of maps and game modes. Eighteen new arenas are available, all of

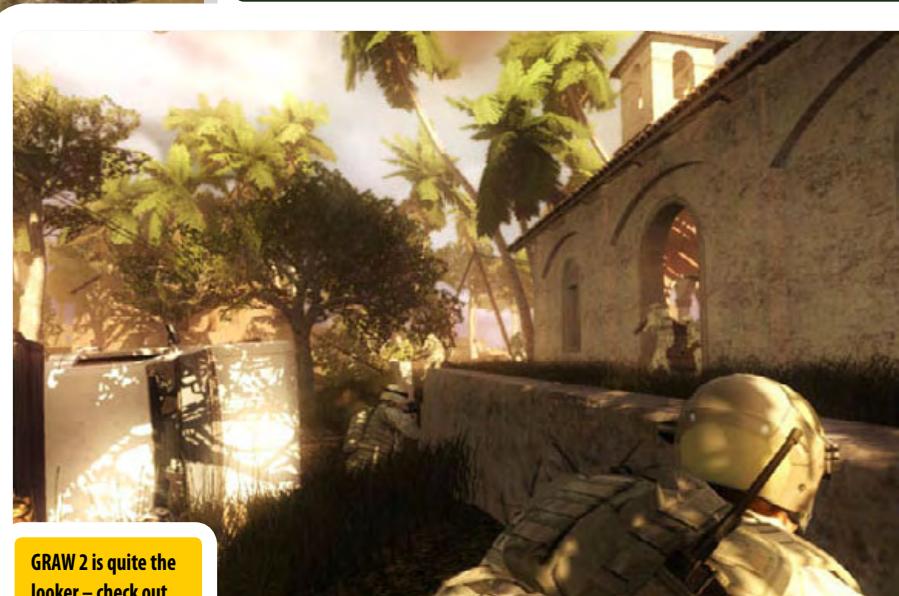
"Six-mission co-op: the icing on an enormously tasty Xbox Live cake"

which are huge and varied, and the graphics in multiplayer are much closer to the main game than in GRAW. It's a nice addition to be able to change the time of day in a number of those too, with the lighting making a surprising amount of difference to tactics. The icing on an enormously tasty Live cake is a generous six-mission co-op campaign, which sees you facing off against a rogue faction in Panama (which is briefly referenced in the main game). With dynamic objectives and a

ramped-up challenge, this may lack the visceral intensity of co-op Gears of War, but the emphasis on communication and tactics make teamwork more satisfying. It's a wonderful addition, and ensures that GRAW 2 is more than the 'expansion pack sequel' that critics were labelling it as.

Enjoyable though the single-player is, its brevity makes it hard to recommend GRAW 2 to the few 360 users who aren't online. For those that are, the additional multiplayer content makes it highly recommended to owners of the original, while newcomers are in for the most explosive, exhilarating gaming treat they've had in a long time. ●

Chris Schilling



GRAW 2 is quite the looker – check out those gorgeous shadows.

READER REVIEWS!
Agree with us?
Disagree? Let us know what you thought.

360Zine Too short, but this is pulse-quickenning entertainment on and offline.

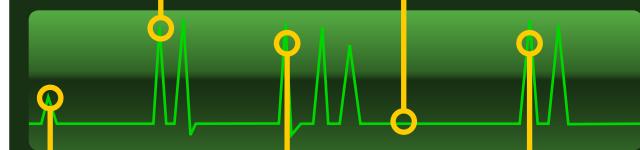
- Incredibly expansive multiplayer
- More interesting plot
- Single-player over too soon

90%

PULSOMETER Signs of life

Black Hawk down.

The story's over...



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It's muddy good fun on wheels

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Reviews



Another simple save
for the keeper.



UEFA Champions League 2006-2007

"Championi, Championi, olé olé olé..."

Starved of a World Cup or European Championship cash cow, poor little EA is keeping the wolf from the door with its occasional Champions League instalment, which this year makes its 360 debut. Timed to coincide with the latter rounds of the tournament, EA could easily have put a turd in a box and still expected it to sell. It's to EA's minor credit then that it has

actually pursued a fluid style of football commensurate with the world's premier club competition. Or, if you want to be cynical, it has given last year's FIFA 07 a bit of spit and polish and slapped a Champions League licence on it. Aficionados of frequently repackaged football games may recall that the 360 version of FIFA 07 was a very different beast to that released on

the other consoles, and the same applies here.

This being EA Sports, no expense has been spared in bringing the authentic Champions League experience to your console. From the moment you switch it on, you might as well be watching ITV at 7:30 on a Tuesday night, although you are at least spared the indignity of a clearly bored



That's either
Figo, or a decent
looky-looky.

**"EA Sports
brings the
Champions
League to your
console"**

Steve Rider wishing he were at the golf. Teams, kits, players, and stadiums are all present and correct, as are ITV commentary stalwarts Clive Tyldesley and Andy Townsend.

The former thankfully refrains from mentioning "that balmy evening in the Nou Camp in '99" although Townsend still insists on referring to

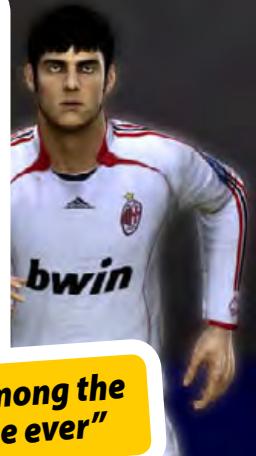
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Reviews



The Brazilian Fred hits the target.



"The commentary is among the best of any sports game ever"



Some good honest play by the Italians...



Keep your eyes on the ball.

ULTIMATE TEAM

Exclusive to 360...



Game On

Swap Shop **Play The Joker**

Game On

Only appearing in the 360 version, Ultimate Team is a combination of Panini stickers, Top Trumps and a management game. Pick a name for your team and employ some back room staff. That Arsene Wenger is apparently quite good.

> UEFA continued

the goal – as in the physical object – as “the goals.” Furthermore, fans of his life story are catered for, as he rolls back the years, citing the quickest players, the hardest players he’s played alongside, as well as what he had for his tea. Churlishness aside, the commentary is among the best of any sports game ever. Tyldesley refers back to previous games that you’ve played, for instance, and the whole thing hangs together seamlessly to lift the atmosphere out of the mundane into something special.

Fever Pitch

It's on the pitch where it counts though, and the tweaked FIFA 07 engine does take some getting used to, particularly if the muscle memory of hundreds of games of PES 6 is ingrained in your claw-like hands. With

practice though, it is manageable, and indeed offers aspects that neither PES or the ‘other’ FIFA 07 can.

Essentially, it's more about individual players, with mazy dribbles offering far more penetration than any rigidly applied tactical build-up. And as the dribbling is a more organic affair than other games, it's a skill than can be finely honed to often devastating effect. Timing is key, and a quick surge of pace at the right moment can leave defenders on their arse and you rapidly

staring at the whites of their keeper's eyes. It's something of a Roy Of The Rovers approach, but it's one that leads to a hatful of goal chances. By way of balance, the goalkeepers have been imbued with superhuman powers, able to turn away point blank shots with a flick of the wrist, something that results in a lot of swearing, and a lot of – mainly ineffective – corners.

As for the more mundane aspects of the sport, tackling is a precarious area, and the ‘foot-in’ approach is usually



Reviews

"To their credit, the referees do attempt to play advantage at all times"



Now that's how you head the ball.



Saha leaps like a gazelle. Allegedly.



The in-no-way overweight Ronaldo.

> UEFA continued

safer than an aimless lunge. Slide tackles are largely imprecise, and will often result in unjust free kicks, although to their credit, the referees do attempt to play advantage at all times. While being punished for seemingly fair tackles can be annoying, less scrupulous players can use it to their advantage by going looking for penalties at the other end. Elsewhere, whipping in crosses is largely a waste of time, with headed goals proving rarer than rocking horse shit, albeit all the more gratifying when you pull one off.

Format-wise, you can of course play out the Champions League in its entirety, and it makes for some

genuinely tense matches. However, even if you win the tournament, that's only 13 games, which you can comfortably plough through in an afternoon. For added longevity, there is an extensive real-life scenarios mode, and – on 360 only – the Ultimate Team mode (see panel). Whether all that's worth 50 quid is really up to you.

Steve Hill



Messi v Hyppia.
No contest.

PULSOMETER *On the ball*

Plough through moribund group games against obscure Belgian opposition.



It's The Champions League! Warbling theme music puts hackles on your neck!

The knockout stages, and what Alex Ferguson refers to as "squeaky-bum time."

360Zine A stop-gap perhaps, but highly playable all the same.

- Highly authentic
- Frantic action
- Lack of longevity

79%



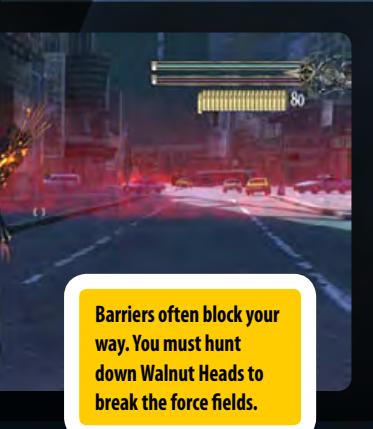
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Reviews



"As the game progresses the story sucks you in"

Publisher: Atari
Developer: Cavia
Heritage: Ghost in the Shell: Stand Alone Complex
Link: www.bulletwitch.com
ETA: 9th March



Barriers often block your way. You must hunt down Walnut Heads to break the force fields.



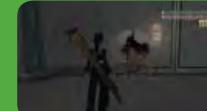
Walnut Heads are one of the first baddies you meet, and are great to watch explode.



You've gotta find this guy's weakness before he takes down the city.



We really didn't want to meet this guy down a dark alley. So we ran, quickly.



There's a huge range of beasties to kill, including this guy who spits out angry souls. Nice.



Flying fish demons. Big, angry and they like to devour planes.

Bullet Witch

Leather, guns and magic; the perfect Goth game

Although Bullet Witch has the same cheesy sci-fi feel to it as say, the film Constantine, if given a chance it does become an enjoyable game.

Slow at the beginning with a bit of a drab graphical feel, once both the story and action gets going, it becomes quite fun. Set in the not-distant future of 2013 the world has been ravaged by giant earthquakes, wars and homicidal viruses, leaving the Earth's entire population at under one billion. Demons have appeared, terrorising and killing the ever-shrinking populace and no-one seems to know why.

This is where you come in. The mysterious Alicia; a witch with a big

gun, is on a mission to bring an end to these baddies. With an ominous voice which directs her from time to time, you travel through different settings kicking demon ass, and discovering more about what happened to the world and why. All the while, you're also getting glimpses of her past and what exactly her mission is about.

A very generic third person action game, Bullet Witch really does start off slow and shoddy, but as the game progresses the story sucks you in, and the gameplay really improves. This is thanks to the growing variety of demons and challenges you'll get to face, plus the cool guns and magic spells you have to play with.



Epic shot.
We liked it.



FREEZE FRAME

Prepare to meet your enemies

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Reviews

HEY, HEY, HEY IT'S MAGIC!

Double, double toil and trouble...



Sacrifice



Lightning



Rosespear



1. Sacrifice

Alicia's healing spell named Sacrifice allows you to bring useful allies like soldiers back to life, all for a little of your own health bar. Sadly the graphics let this cool looking spell down, as it looks like you're spilling red sand on them, rather than blood.

> Bullet Witch continued

There are demons to kill round every corner, and the Japanese designers have done a great job with creating grotesque looking-beasts. Depending on what you're up against, you've got the option of either gunning them down or using magic to bring them to an end, and as you work your way forward, you'll be given points with which to upgrade these skills. In addition, your end of level scores can be uploaded onto a 'Live scoreboard'; great for the competitor in all of us.

You start with your Gun Rod's basic mode which is a machine gun, which you can then can upgrade to add features such as a shotgun or sniper, depending on your style. On the magic

side of things you start with the Willpower skill which lets you push things out of your way (and onto demons) with just a swish of your hand, and also the Sacrifice skill, which is the icky-looking spell to heal allies. This sees you shower blood from your wrist over fallen good guys to give them strength, and would probably make you feel a little queasy if the blood effects weren't so bad.

The gameplay does have its flaws; you can't invert controls, you can spend ages being shot at without being able work out where the bullets are coming from, and sometimes its unclear as to where you need to head to next. But most of the time you're guided on a particular route, and have a constant supply of demons to destroy. You >

Sometimes you can focus and aim better when crouching



Eeeew



Walnut Heads use telekinesis to pick up and throw everything at you.





> Bullet Witch continued

work your way through town, city, forest and even bizarre settings like an airplane at 50,000 feet, and this variety definitely keeps your interest, as does the evolving story. Also the different magic and weapon options at your disposal make the game more and more fun as you get new skills, and the variety of monsters adds to the experience as you meet new foes.

It's all in the mind

Just some examples involve hunting down Walnut Heads - giant-brained floating monsters with telekinetic powers, and blowing up their brains in order to bring down forcefield barriers in your way; using your Lightning skills to destroy tanks from above; finding the weakness of a giant the size of the Stay-Puft Marshmallow Man; and killing a flying fish demon that spits drilling eyeballs at you. Yes, you did read that last bit right.

Graphically though the game is disappointingly average, often focusing on a specific colour; the town feels a little too brown, and the night time city too purple, but it isn't too awful either. Having been spoilt by gorgeous shooters like Lost Planet and Gears of War, this game simply looks a bit poor.

It does use the 360's power to do some cool little tricks however, like the Willpower's 'push' skills which sees cars and lorries fly across the screen and

Keri Allan

Lighting effects are good when shooting



"The variety of monsters adds to the experience"

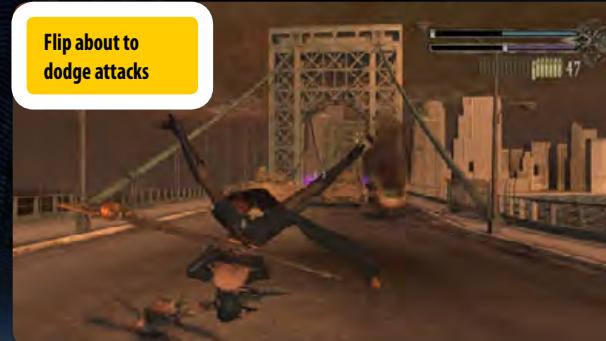
crash pretty damn realistically. The console's physics ability to offer environmental damage makes it quite fun to throw everything about.

Musically the game is also OK, with the rock ramping up in full-on action and boss settings (a little irritating and 80's after a while) but the quiet wind effects and low-key sounds adding to its ambience.

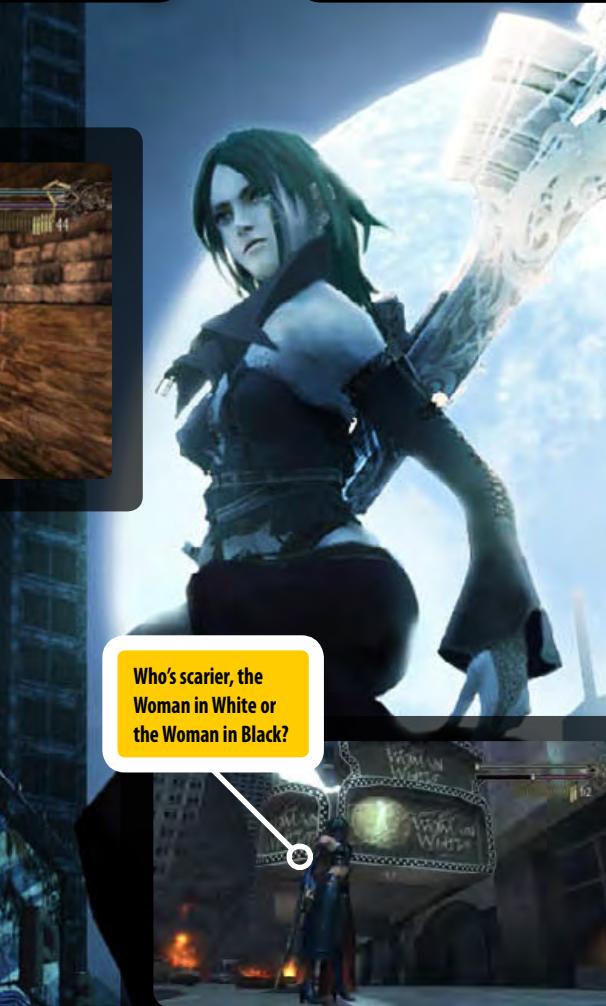
Overall, Bullet Witch just doesn't hugely stand out against the competition. It's an enjoyable action title in its own right, but it doesn't offer anything particularly new. What it does do, it does alright, if not always great. Still, its monster and gameplay variety definitely keeps you hooked, and if you're looking for a game to fill a hole, this can. Just don't expect awesome graphics or originality.

Flip

about to dodge attacks



Who's scarier, the Woman in White or the Woman in Black?



PULSOMETER *Signs of life*

You get a kick from blowing up Walnut



Gunning down the wide variety of demons you'll face.



The often drab settings let the game down.



Blowing up tanks using your magic powers is a blast!



Pretty, ain't she?



360Zine Verdict *An average third person shooter that's still pretty enjoyable to play.*

The variety of monsters and settings

The story when it gets going

Poor graphics and effects

65%

THE SEQUEL TO
THE BAFTA GAME OF THE YEAR



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about
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.com



www.ghostrecon.com

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IN STORES MARCH 2007





Publisher: Codemasters
Developer: Codemasters Studios
Heritage: Colin McRae Rally, LMA Manager
Link: www.codemasters.co.uk/brianlara2007
ETA: March

Commentary from Agnew, Gower, that lot.

Brian Lara International Cricket 2007

The other Lara is back at the crease...

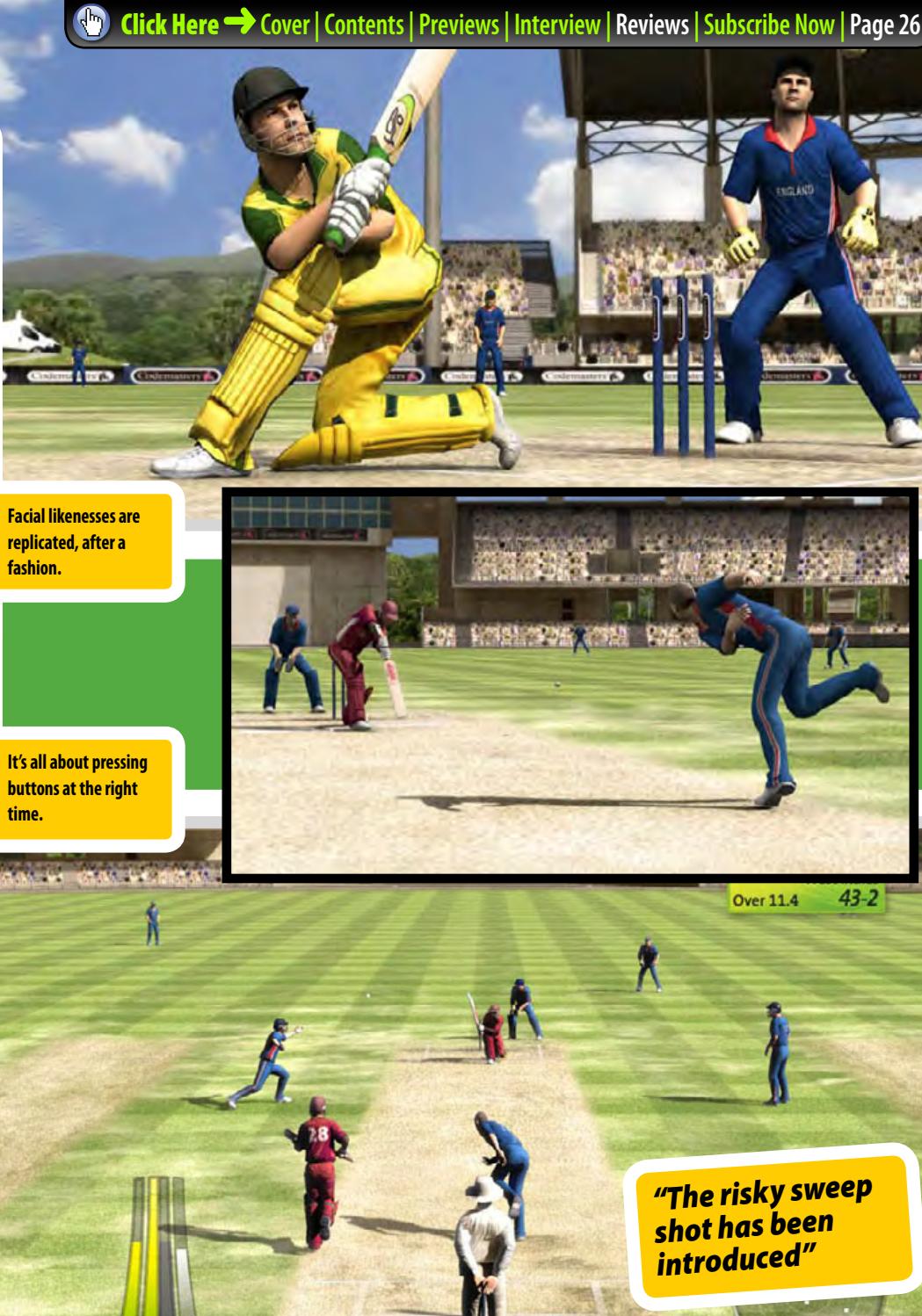
If you think about it, there can't be many sports less suitable for a videogame conversion than cricket. Matches can last five days, there are huge swathes of time where nothing happens, and very few people fully understand the rules. Nevertheless, back in the day the Brian Lara series did the business, and following a successful 2005 Ashes comeback cash-in, the ageing batsman is back once again just



in time for the ICC Cricket World Cup in the West Indies. Pitching up with a distinct West Indian flavour, the belting theme tune certainly gets things moving, and it's tempting to say that the rest of the game is an anti-climax.

That would be to overlook the tolerable gameplay though, which builds on the previous incarnation with the addition of new features to all three cricketing disciplines. On the batting front – perhaps with a nod to objectionable England cricketer Kevin Pietersen – the risky sweep shot has been introduced, along with its equally tricky counterpart, the reverse sweep. And if you're still reading, you may also be interested to learn that more aggressive batsmen can pre-empt a bowler by dancing (advancing) down the wicket for extra purchase, which does of course leave you open to a stumping if you cock it up.

As for the bowling – and this really >





PRACTICE MAKES PERFECT

Get your pads on.



1. Coach



2. Sweep



3. Nets



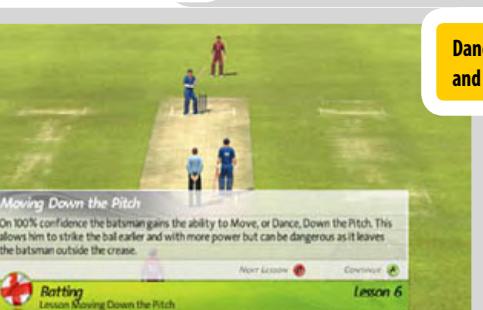
1. Coach

A comprehensive tutorial mode walks you through the basics as well as the new features. Finish it successfully and you even get Achievement points.



Ricky Ponting with a sweep-shot.

Dance down the pitch and leather it for six.



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> Brian Lara continued

is dull – ball delivery speed is now based on real life Wisden player stats. Furthermore, ball movement is affected by wind, climate and pitch condition. The fielders don't miss out on the fun, and can now throw to both ends of the wicket for stumpings, as well as take slip catches and close-field catches.

Howzat!

So far, so cricket, but there's still an inevitable degree of separation from the action. Batting, and to a lesser extent, bowling, are fairly kinetic, but when you make a catch you're not really catching the ball as such; you're simply pressing a button in accordance with an on-screen timer bar.

So while it lacks the immediacy of other sports-based games, it's still - by necessity - something of a truncated version of cricket, with wickets toppling like skittles, and entire innings being

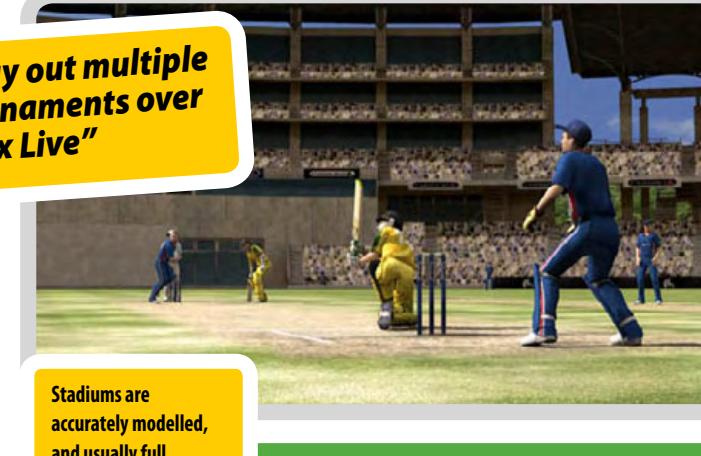
completed in a morning. This is obviously preferable to playing for five days, but if one of the best things that can be said about a game is that you can get it over with quickly, you ultimately have to wonder why you're playing it.

On the authenticity front, it's a bit of an oddity, with player names deliberately misspelled, and The Oval and Lords referred to simply as South London and North London, for instance. However, they do have the World Cup licence, so here the same players go by their real names.

Perhaps the biggest deal of all, according to Codemasters at least, is the addition of online play, enabling you to play out multiple tournaments over Xbox Live. You could even try a bit of sledging over the headset, although of course that wouldn't be cricket... ●

Steve Hill

"Play out multiple tournaments over Xbox Live"



360Zine It's cricket. That's all you need to know.
Verdict

- Excellent stadiums
- Realistic commentary
- Repetitive gameplay

72%

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Publisher: EA Sports Big
Developer: EA Sports Big
Heritage: NFL Street, FIFA Street, SSX

Link: www.easports.com/nbastreet4
ETA: March

"Don't leave
me hanging."



Tall man scores point.



NBA Street Homecourt

White men can't hump...

Anyone for a Honey Dip? How about a Skyscraper? Or a Jurassic? A Simon Says? Or, a personal favourite, This Amp Goes To Twelve. Not bizarre sexual practices, but outlandish moves in the latest instalment of the seemingly interminable Street series. For many, these titles herald the beginning of the end of gaming, if not civilisation itself. EA continues to churn them out though, and punters continue to lap them up in their droves.

It's a simple formula: take an established sport and 'pimp' it to the most ludicrous extremes until it's all but

unrecognisable from the source material. The sport here is basketball, and the game is the antithesis of a po-faced simulation. Whisper it softly; it's actually an improvement. Whereas traditional NBA games consist of three periods of numbly trading points before a final quarter push, here – with a shorter format – every point counts, and arse-clenching matches are commonplace.

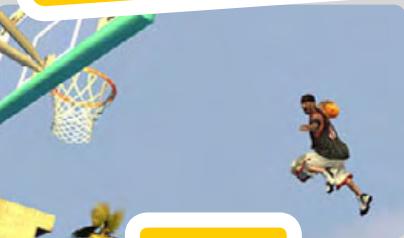
But that doesn't even begin to outline the differences between this and the regular sport. For starters, matches in NBA Street are contested by teams of just three players, giving you a

lot more room to manoeuvre. More significantly, each player is imbued with superhuman agility way beyond the scope of even the most athletic NBA star. As anyone who has played any of the Street games will concur, it truly is a nonsense, with players leaping 12 foot in the air, launching themselves off each other's backs, performing somersaults, and generally flouting the laws of physics and gravity.

Pushin' and a-shovin'

Furthermore, they wilfully contravene the rules of basketball, with pushing, shoving, diving and stealing all part

"Every point counts so arse-clenching matches are commonplace"



You'll believe a man can fly.



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Reviews

Take your game to
Venice Beach, LA.



HOOP DREAMS

Rags to riches.

**Court****Sport****Bought**

Court

Starting out as a lowly punk on a needle-strewn homecourt, improve your game and build your way to the top.



Breakdancing has no place in sport.



Diving isn't just for footballers.

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> NBA continued

and parcel of the street game. Again, a major improvement on the actual sport. As ever, NBA Street is all about the tricks, with ludicrous baskets possible following some adroit manipulation of the ball, either with hands or feet, with some Ronaldinho-style moves available. And to liven things up, you can even throw a bit of breakdancing into the mix, with the perennial Gamebreaker mode pushing the action to even greater extremes.

Slam dunk

To be honest, any right thinking gamer is almost instinctively predisposed to despise this sort of thing. That said, you can't help but be impressed by the slickness of the whole production – now in its fourth incarnation – and in its favour you can play it without ever having to resort to a manual. Tricks are learnt on the fly, often through trial and error, and it is undeniably satisfying to pull off an absurd basket.

There's a pseudo-RPG story mode holding the whole thing together,

PULSOMETER Signs of life

Win a few games and level up your character.

What are you doing with your life?

Why are the other team so much better?

Leap like a gazelle! Dunk like a donut!

"It is undeniably satisfying to pull off an absurd basket"

loosely narrated by cover star and NBA player, Carmelo Anthony. Interspersed with gritty footage of the smack-ridden streets of his hometown of Baltimore, it's a somewhat incongruous interjection of real life into what is essentially fantasy.

There's a vague message in there somewhere: if you work hard and develop superhuman powers you can haul yourself out of a life of misery into the upper echelons of sporting achievement, perhaps. Failing that, you could just have a dabble on NBA Street Homecourt: a guilty pleasure...

●

Steve Hill



360Zine Verdict

Basketball that makes the Harlem Globetrotters look like idle sloths.

Instantly playable

Excellent graphics

Ultimately banal

74
%

Xbox Live Arcade Round-Up

Delivering papers in outer space, all while taking a refreshing sip of root beer.

Alien Hominid HD

Developer: The Behemoth

Publisher: The Behemoth

Cost: 800 MP ~£6.80

The only original title on the XBLA this month Alien Hominid HD is a deep, if incredibly challenging platform game. Seeing you playing as an unlucky alien who crash lands on earth, you must fight your way past scores of FBI agents to recover your ship and escape the planet. What sets Alien Hominid apart is its unique sense of humour. Beginning life as a flash game, AH is littered with visual jokes, from cunningly named shops, to FBI agents dancing across the screen. However, despite its charming visual style, Alien Hominid is also one of the hardest games we've ever played. One hit kills are present from the start, and even the first boss fight will take many lives to beat.



 Genuinely funny

 2 player co-op

 A bit too hard!

Alien concepts, but full of fun

86%

 It's Paperboy!

 But it's rubbish!

 Poor controls

Paper-pensioner more like

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Paperboy

Developer: Digital Eclipse

Publisher: Midway

Cost: 400 MP ~£3.40

Another "retro classic" hit the marketplace this month, in the form of the 1984 arcade hit Paperboy. While many may have fond memories of the original title, we're sorry to say that time hasn't looked too kindly upon the Paperboy, and against the current marketplace offerings, its flaws show up far too easily. Sadly, even the controls haven't been mapped very well to the Xbox controller, leaving your bike to veer all over the place with even the smallest of movements. With a pitiful three levels on offer, and minimal updated features for the XBLA version, Paperboy ends up feeling more like a cheap cash-in than a well emulated arcade classic.



32%

Root Beer Tapper

Developer: Digital Eclipse

Publisher: Midway

Cost: 400 MP ~£3.40

We'll be the first to admit we weren't expecting much from this one. At first glance it would appear that Root Beer Tapper is simply another crummy retro release with rubbish graphics. However, as is often the way with XBLA, looks can be deceiving. What lies beneath is the simplest of concepts – serve a beer to your customers before they reach the end of the counter. Every time your customer gets a beer, they're swept towards the exit, and it's your job to clear your bar of punters. While it does get repetitive pretty quickly, the simple concept gives the game an addictive quality. The earlier levels are simple, but later levels will have you grinding your teeth in frustration.



64%

 Addictive fun

 Repetitive gameplay

 Gets old too fast

Good in short bursts - drink responsibly

PCGZine

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Battlefield 2142 Northern Strike

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Vanguard

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"I just spent some enjoyable time looking at the GamerZines' PCGZine. They are proving that print game magazines are becoming obsolete. While you can look at the static pictures of a paper magazine, with GamerZines, what they describe comes to life in embedded video. This is cool."

- EvilAvatar.com

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FIRST LOOK

TOMB RAID...

Lara's back for a...

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Letters

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I CAN'T REMEMBER IF I'VE EMAILED you before, but I can't stress how brilliant your online gaming magazines are! And Free! It does not get better than this for news and views for games...

> Ciaran Gallagher

I HAVE BEEN A BIG FAN OF THE GAME industry and gaming now for nearly all my life and I have to say how impressed I am with the magazine. This is such a great way to keep people up to date and informed about the future of gaming. The fact I can download the mag for free then read it later on my lunch is brill! Top job guys! I'm looking forward to any info you have on Bioshock and Fable 2 and I can't praise

the fact that you have video clips in your articles!

> Mike

> Thanks Mike. As you'll no doubt have noticed we have all the Bioshock info you could wish for starting on page 7. More on Fable 2 next time...

I LOVE WHAT YOU GUYS ARE DOING! It's everything I love about print magazines but without the outdated information. :p

Keep up the great work!

> Arno

I'VE PLAYED THE CRACKDOWN DEMO more than any other demo I have downloaded from XBLA. This game is just pure fun... the RPG lite aspect of the game works for me, gaining agility or strength as I go along. Each time I played it, I cursed the timer as it sank much to quickly. This game wasn't even on my radar this year due to the so-so graphics and the "GTA Syndrome". The demo has me singing a different tune. I can't wait to play it.

> Thepsilam

I'M SCEPTICAL ABOUT THE HIGH reviews Crackdown has been receiving, specifically Steve Hill's 88%. After playing the demo and reading reviews, I've realised that my initial opinions of the game have been confirmed. It takes the better stylistic and gameplay elements of GTA2, Ultimate Spider-man and that manga story-driven beat-em-up game from years ago. But at the end of the day, it's just a game about

jumping around like an epileptic thrown in a strobe-light factory on fire, and shooting automatically targeted token minority gangs. That's fun, but so is cracking your fingers. I have no idea what my point is.

> Alex Hayter

> Steve replies: Well done Alex, you appear to have answered your own question. Yes, it is fun: 88% worth of fun. Unlike cracking your fingers, which sickens me to the core.



Crackdown: a difference of opinion

YOUR ADS ARE VERY EFFECTIVE, AND have convinced me to pick up a couple of games that I would have otherwise passed on. To the magazine itself: the articles have been great so far, and the reviews have matched my own opinions much better than anywhere else yet. Great job!

> Michael Frantz

WOW... WHEN I DOWNLOADED THE pdf I was expecting just some images that I can scroll through. I never expected it to be so full featured! If you guys ever decide to give yearly subscriptions, count me in!

> Doron

> Er, you can have a yearly subscription. Hell, you can have a lifelong subscription. Free of charge. On us. Gratis. Sign up today, click the button on the left...



UNREAL TOURNAMENT III MOST WANTED

Last month we asked what you'd like to see in UT III

I WOULD LIKE TO SEE THE original Unreal Tournament included with the game for Xbox 360/PC and also cross platform multiplayer support.

> Michael

THE ABILITY FOR PLAYERS TO submit home made maps. Like the ones available for download for the PC version of Unreal 2004.

> Kentucky Dawg

USE OF THE LIVE VISION CAM plz!!!!!!!!!!!!!! A good offline multiplayer mode but plz put it so I can have bots in my own console w/o online.

> Jason Lopez

I WOULD DEFINITELY WANT cross platform gaming! Also it would be good to see a number of multiplayer modes beyond CTF.

> Rob Finney

MORE MULTIPLAYER. MORE cross-platform gaming and more heavy weapons.

> Spinker

You want the moon on a stick. Wanna make summat of it?

NEXT ISSUE
Out April 5th
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This new Community section is your section! To be featured, let us know about what's going on in your clan, on your site or forums and with your Xbox 360 friends.

360ZINE COMMUNITY!
Click here to send us stories, suggestions or feedback now!

The Hidden Gaming Laws

Swift justice for the unsuspecting criminals of Xbox

Have you ever frowned upon your gaming chums as they fondle with your USB cables? The way they take liberties with every emotion you have attached to your Xbox 360? Unscripted 360 deals a crippling blow to those unsuspecting tykes who sit on the edge of understanding and flout your patience with the Xbox 360 Laws. Here are a few of the highlights...

360 LAW: Your 360 headset is not an open tryout for American Idol.
Under no circumstances should you sing into the headset while playing. Mute yourself for the sake of your fellow gamer playing with or against you.

360 LAW: The Vision Camera is not a dating tool.

360 LAW: When you see your friend's status as 'Watching DVD/Movie', do not send them a message asking them what movie they are watching. It's like being in the theatre and someone talks during the good part. Don't be that someone to your friend and their Xbox 360 movie.

360 LAW: Carrying an Xbox 360 backpack is not cool.

360 LAW: Halo 2 is not next-gen. Halo 3 is. Sending Halo 2 invites after Halo 3 releases or to known next-gen only players is beyond a violation.

360 LAW: You move it. You lose it. Keep your 360 still! No horizontal to vertical adjustment especially when there's a game inside. Play it don't sway it!

Gamertag: DeaconBlade 360 is behind the Xbox 360 Laws.
For the full lowdown go to www.unscripted360.com/xbox-360-laws



On Xbox Live

Ghost Recon Advanced Warfighter 2 fans were treated to a multiplayer and a co-operative mission demonstration recently. This 313MB download features the Outpost map and goes a long way to show off the new graphical enhancements. Thankfully this makes up for a disappointingly short single player demo, which was released weeks earlier.

Xbox Live Arcade continues to suffer from a case of dementia as one week goes by without any release. However making up for any discontent, Alien Hominid HD appears to soften the sorrow with intense 2D scrolling shooting that will please even the most displeased gamer this month. Check the review on page 30.



Rumour Mill

Don't worm your way out of this purchase



There is nothing better than a juicy bit of gossip circulating the internet and this month sees speculation about Worms for Xbox Live Arcade. Having been delayed by certification problems (and suspected to be the title removed from the empty Xbox Live Wednesday this month), Worms has at last exploded onto the download list as you read this, thanks to finally completing this crucial phase. (It finally went Live on 07 March.)

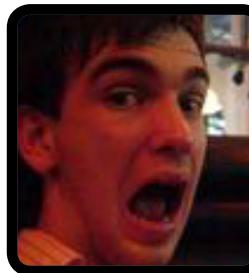
At just 800 points, it's worth all the anxiety! Worms boasts classic 2D strategic action that 3D variants somehow lost in the complexity of the modern era. Having played the early code, we can almost guarantee that your aspirations for online Worm world dominance can be realised with a big cheesy grin on your face.

The 360Zine Challenge

XtraLife throw down the online gauntlet...

Ever felt like clan gaming was all a bit meaningless? 360Zine and XtraLife is giving you the chance to get your clan some fantastic publicity in the magazine and prove to the Xbox Live community just how good you really are by participating in a simple event or game!

Even if you're not part of a clan, we'll accept challenges from teams of readers – just make up a name, get a team and give it a go! This will also give any readers who are clanless the opportunity to get an inside look on what clans are about and experience the atmosphere of being in an online community.



XtraLife

Formed in November 2005, XtraLife was one of the initial Xbox 360 UK clans to appear online. With an aim to have oodles of fun while competing at the highest level, XtraLife has acquired a strong membership and has played every online game worth playing – from Perfect Dark Zero to Gears of War. Having achieved 46 wins and a mere 6 loses XtraLife has now transformed its website to take on all-comers. Fancy your chances? Then come and have a go...

XtraLife's all-singing all-dancing new website



This is a new idea for 360Zine readers where you get the chance to play a well known Community Clan. Every month you the reader, will get the chance to become a gaming legend and get yourself featured in the magazine itself! All you need is three friends; a passion for great gaming and the availability to pitch up online on one of the specified dates. New clans/teams to the 360Zine challenge may be given priority over others who have previously played a 360Zine event before – chosen clans will be contacted both on the challenge page and via email/Xbox Live.

Once you visit the XtraLife website, the next

dates for the 360Zine challenge nights will be announced with the details inside. All game rules and settings will be decided by XtraLife before the date goes up so there are no confused gamers on the night. Although some teams may be asked to be on standby just in case we're stood up (believe us, we're used to that!), it will be on a first come first served basis, so get your handbags out and get ready to fight for that slot!

"Every month you the reader, will get the chance to become a gaming legend"



CHALLENGE US TO... GEARS OF WAR

To challenge us, you need to head over to www.xtralife.co.uk and click the 360Zine button on the front page. From there, you can see the dates for the XtraLife Gears of War challenge so get those chainsaws revvin'!

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